

Contact

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Top Skills

Unity

C#

Game Development

Ivan Genchev

Unity Developer | C# Programmer | GameDev Generalist | Unity Instructor

Sofia

Summary

I am a game designer with expertise in Unity and C#. I've been using the engine since Unity 2017 working on many personal projects and I am very familiar with the Unity interface and workflow. I have experience and love in using design patterns and design principles. I have experience in mobile and VR/AR development/deployment. I have experience in working with version control systems, as well as organizational tools, like Trello and Jira. I have a huge interest in the Agile and Scrum methodologies. I love working on gameplay, systems, architecture from both design and programming perspective. I like technical and tools jobs as well. I love solving problems.

You can find most of my latest work here:

<https://www.ivangenchev.com/>

I've recently developed a beginner Unity course, which is specifically targeted at CMGT applicants for the Dutch universities. The candidates have to make a game and portfolio according to specific rules. The course teaches the first steps in Game Development with Unity, by creating two games from scratch. It touches a lot on motivation and problem solving as well.

You can find more information about this venture here:

<https://www.unify.bg/uncategorised/game-course>

I have a background in the trades field working for the food industry and on the real estate market. I have managed a team of 20-40 people for more than 10 years. Although not very related to my GameDev passion, in my previous job I have learned to be very well organized, responsible and team oriented. I also have developed very good communication and mentoring skills.

Experience

UNIFY - Study in Holland

C#/Unity Instructor

May 2021 - Present (11 months)

Sofia

- ▶ Designed, Developed & Teaching a Unity Course, specifically targeted at applicants for the Dutch Game Schools, where students have to apply by making a game & portfolio according to specific requirements.

<https://www.unify.bg/uncategorised/game-course>

Freelance

Unity Developer

September 2017 - Present (4 years 7 months)

- ▶ Excellent knowledge of the Unity interface and components
- ▶ Experience in developing for different platforms
- ▶ Advanced C# programming skills
- ▶ Familiar and interested in working with Design patterns as well as Design Principles like SOLID, DRY, YAGNI etc.
- ▶ Experience in working with version control, as well as Workflow like Agile & Scrum

Genchev 2002 - LTD

CEO - Restaurants, Bakery, Real Estate

January 2008 - Present (14 years 3 months)

Sofia, Bulgaria

- ▶ Responsible for day-to-day management of the business - Restaurants, Bakery, Real Estate
- ▶ Managed 20-40 people for more than 10 years

Education

New Bulgarian University

Bachelor's degree, Marketing · (2008 - 2012)